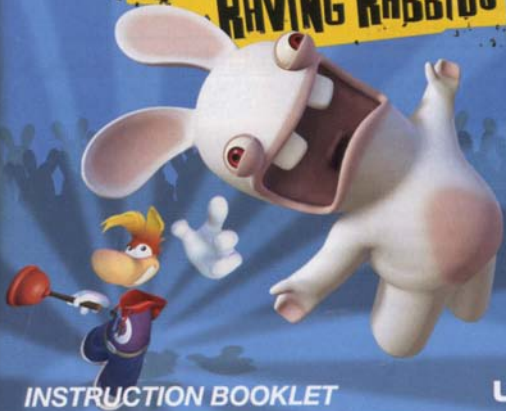


GAME BOY ADVANCE

RAYMAN

RAVING RABBIDS™



INSTRUCTION BOOKLET



UBISOFT™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)



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GETTING STARTED

To begin play, insert the Rayman Raving Rabbids™ Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.



MAIN MENU



- Use the +Control Pad to navigate through the menus.
- Press the A Button to select an option.
- Press the B Button to return to the previous menu.

Starting a Game

Select this option to start an adventure. Or, use the +Control Pad Left/Right to start or erase a saved game. Use the +Control Pad Up/Down to move the carrot to one of the two saved games, then press the A Button to confirm your choice.

Timed Attack Mode

Replay levels that you have unlocked and try to beat the best time! This game mode is not available at first; it is unlocked once you have collected enough lums in the main adventure.

Options

You can change the configuration for your Rayman game (sound effects and music). You can also access the credits on this screen.

INTRODUCTION

"Rabbids" have existed in Rayman's world for a long time. These rabbids were so docile that they were constantly chased and insulted by the other species.

One day, the rabbids completely disappeared from the face of the earth. No one knew what had happened to them. But today, they're back and they want revenge for the way they were treated. A veritable army of rabbids is about to take over the world. This time, Rayman is going to have to find an ingenious way of beating the rabbids. He's going to have to use various disguises – gangster, punk, rocker, granny, and funky – to trick his enemy. Will he be able to save the world once again?



GAME COMMANDS AND SCREEN

Rayman Info (Rayman's Head)

- Number of lives
- Energy



Collected Objects

- **Lums:** Number of lums collected.
- **Cages:** Number of cages collected.

R Button

- Gets Rayman ready to change costumes.

A Button

- Jump
- Helicopter
- Vertical object throw

B Button

- Prepare/Throw fist
- Prepare/Throw foot
- Horizontal object throw

+Control Pad

- Move Rayman
- Crouch
- Look up
- Choose disguise

Start

- Pause the game.

Helicopter

Press the A Button once to jump, then press it again to slow your fall with the help of the helicopter blades.

Super Fist

The longer you hold down the B Button, the stronger your punch will be!

Change Disguise

To change disguises, hold down the R Button, then choose your disguise using the +Control Pad Left/Right. To go back to Rayman, just press the R Button.



Gangster



Grandmother



Punk



Funky



Rocker



Strong Jump (Gangster Only)

You can break the ground or smash objects with the gangster's strong jump. To do this, press the A Button twice.

Hanging from Rings

To catch the rings, hit them with Rayman's fist by pressing the B Button. To get down, jump by pressing the A Button.

Climb Between Walls

To climb between two walls, press the A Button once to jump and again to get leverage.

Hang On

Rayman automatically hangs on platform edges. To let go, press the A Button.

Throw Foot

When Rayman is hanging from the edge of a platform or branch, he can throw his foot to knock out enemies or break objects. Press the B Button.

Climb

Vertical walls and ceilings covered with vines or other material that you can hang on can all be climbed. Rayman naturally grips on; all you have to do is move him in the direction you'd like to go, or press the A Button to unhook him.

Race Levels

A Button	Accelerate
B Button	Back up
+Control Pad Left/Right	Turn left and right
R Button	Super-turn right
L Button	Super-turn left



DISGUISES

In addition to his own abilities, Rayman can obtain new abilities by changing costumes. Five costumes total can be unlocked. Be careful, though – while each costume has a function Rayman does not, they won't all include all of Rayman's own abilities, either.



GANGSTER

Has a very powerful jump, enabling Rayman to break or smash certain elements on the ground.



PUNK

Can glue objects or enemies with the help of his chewing gum.



ROCKER

Capable of very powerful close attacks with his guitar.




GRANDMOTHER

Drops carrots on the ground, which distract the rabbids while they eat them.



FUNKY

Has a glowing fist, even stronger than Rayman's Super Fist.

A colored  will sometimes indicate which disguise you should use:

Yellow: Gangster

Black: Punk

White: Rocker

Green: Grandmother

Pink: Funky



WORLD MAP

The Village

Each house corresponds to a different world. Closed doors hide entrances to the different levels. When there is a white spiral in front of a house, it means that you can go into that world. Rayman's world is divided into 5 parts:

World 1:	Child
World 2:	Forest
World 3:	Organic Cave
World 4:	Sweets
World 5:	Dark



- Use the +Control Pad Left/Right to move in the village.
- To enter a house, go in front of the door and press the +Control Pad Up.

Levels

Each world is made up of several levels. A green dot means you can enter that level. A dot with rabbit ears is a Boss level. Use the +Control Pad Left/Right to move in the World Map. Press the A Button to select a level. Press the B Button to return to the village.



Rayman Info:

- Number of lives.

Collected Objects (World):

- Lums: Number of Lums collected in this world.
- Cages: Number of cages collected in this world.

Collected Objects (Level):

- Lums: Number of Lums collected in this level.
- Cages: Number of cages collected in this level.

GAME ELEMENTS



CAGE

The rabbids have imprisoned a lot of inhabitants in these little cages, using vital energy. Break the cage to free Rayman's friends.



YELLOW LUMS

Yellow lums are pieces of the Primordial Heart that the rabbids have blown up. Once Rayman has collected enough, he can access other worlds.



RED LUMS

Made up of energy, they add life to Rayman's Life bar.



GREEN LUMS

These lums are very special. They record Rayman's progress. If Rayman dies, he can reappear at the spot where he picked up a green lum. If Rayman doesn't have any life left, he must start the level again from the beginning.



BLUE LUMS

These enable Rayman to prolong the helicopter.



HELICOPTER TIMER

Indicates how much time Rayman has left to do the helicopter.



HOOKS

Rayman can catch these hooks by hitting them.



RAYMAN TROPHY

Enables you to gain an extra life.



STAR

When Rayman turns into mini-Rayman, this star enables him to go back to his normal size.



RETURN TO VILLAGE SIGN

You'll see these signs at the start of every level. They let you go straight back to the village.



END OF LEVEL SIGN

These signs are at the end of each level. They let you go back to the World Map.



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Thanks,
The Ubisoft Team

Rayman Raving Rabbids™ Proof-of-Purchase



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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

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Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

Address:

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